

Hendry Martínez

Designing since 2011.

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Santo Domingo, D.R.

Experience

InAllMedia

UI Designer
2021 - 2024

I researched, designed, and built interfaces to adapt the Coderfull platform's business model to the digital world. I worked closely with the sales team and engineers and took care of designing layouts for different company portals

Freelance

UX/UI Designer
2017 - Ongoing

I provide research, strategy, and testing services for the design of any digital solution, focusing on user-centered design to prioritize user experience and interaction. Additionally, I develop and implement the appropriate design systems.

VOPM

UI Designer
2015 - 2017

My job involved designing and developing the interfaces for the various digital products and services offered by the VOPM Group, including food delivery services, loans, and landing pages.

Digo Interactive

Front-end Developer
2013 - 2015

My role was to layout and program interfaces for various portals within the Corripio Group, including newspapers, TV channels, events, and e-commerce platforms.

Columbus Caribbean

Visual Designer
2011 - 2013

I was creating interfaces for a travel portal that offered hotel stay packages in the Dominican Republic. My role involved taking designs in PSD and AI formats and converting them into HTML and CSS code.

Education

IxDF

UI Designer
2023 - Ongoing

I am doing a UI Design roadmap, starting from research and user testing. I am learning how to design better interfaces for both web and mobile applications, while incorporating the design thinking process.

Google

UX Design
2023

The Google UX Design Professional Certificate teaches me UX design through 7 modules, covering user research, wireframing, prototyping, and usability testing. It includes hands-on projects to build strong, practical experience.

Coderhouse

UI/UX Design
2022

I learned to analyze and improve user experience for digital products. I created and refined a project, used prototyping tools, validated with usability tests, and deepened my interface design skills. Now, I can redesign and improve existing products.

SDQ Training Center

Front-end Developer
2011

In the JavaScript FrontEnd course, I learned to use JavaScript for creating interactive web interfaces on all devices. The main goal was to gain the skills needed to master this programming language.

Skills

UX / UI

Design Thinking

Lean UX

Agile / Scrum

Figma

Adobe XD

Balsamiq

Zeplin

HTML5

CSS3

Sass / SCSS

JavaScript

Bootstrap

Tailwind CSS

Astro

WordPress

Git

GitHub

Bitbucket

GitLab